

Claims

Because of the extensive number of changes, the claims are reproduced in full below:

21. (Amended) An interactive timing and annunciation system for use in an unofficial sports game, comprising:

- (a) a timer for the purpose of clocking time in said sports game;
- (b) a storage device for storing audio files, to be activated upon start and stop of said timer;
- (c) an electro-acoustic device for the purpose of using said audio files to make audible annunciations at start and stop of said timer;
- (d) a switch on the person of said sports player to allow said sports player, while playing, to initiate real-time signals to control said timer and make said audible annunciations at the event of said real-time signals;
- (e) a transmitter on the person of said sports player to transmit said start and stop signals from said switch;
- (f) a receiver to receive said start and stop signals from said transmitter;
- (g) a processor to start and stop said timer in response to said start and stop signals proceeding from said receiver, and to initiate audible announcements in response to said start and stop signals proceeding from said receiver.

22. (Amended) The system of claim 21 additionally comprising:

- (a) said storage device to include files of predetermined times of said timer;
- (b) said processor to include initiation of audible annunciations upon occurrence of said predetermined times of said timer.

23. (Amended) The system of claim 21 additionally comprising:

- (a) a second timer to keep track of time for predetermined short time intervals within said game;
- (b) said storage device to include files of predetermined times of said second timer;

(d) said processor to include initiation of audible annunciations upon occurrence of said predetermined times of said second timer.

24. (Amended) The system of claim 21 wherein said audio files are stored digitally.

25. (Amended) The system of claim 21 additionally comprising a visual display that displays remaining time on said timer.

26. (Amended) An interactive timing and annunciation system for use in an unofficiated sports game, comprising:

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cont.
- (a) a timer for the purpose of clocking time in said sports game;
 - (b) a storage device to store predetermined times of said timer, and to store audio files to be activated upon start and stop and at said predetermined times of said timer;
 - (c) an electro-acoustic device for the purpose of using said audio files to make audible annunciations when said timer is started and stopped and at said predetermined times stored in said storage device;
 - (d) a switch carried on the person of said sports player to allow said sports player, while playing, to initiate start and stop signals for said timer and make said audible annunciations at the event of said start and stop signals;
 - (e) a transmitter carried on the person of said sports player to transmit said start and stop signals from said switch;
 - (f) a receiver to receive said start and stop signals from said transmitter;
 - (g) a processor to start and stop said timer in response to said start and stop signals proceeding from said receiver, and to initiate audible annunciations in response to said start and stop signals proceeding from said receiver, and upon occurrence of said predetermined times of said timer.

27. (Amended) The system of claim 26 additionally comprising a second timer to keep track of time for predetermined short time intervals within said game and generate additional audio annunciations.

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28. (Amended) The system of claim 26 wherein said audio files are stored digitally.

29. (Amended) The system of claim 26 additionally comprising a visual display that displays remaining time on said timer.

30. A method for interactively timing an unofficiated game in a sport such that audio outputs are generated at appropriate times in said game and in response to initiation by one or more players, comprising:

- (a). storing audio files and a set of predetermined times; and
- (b). providing a timer to keep track of game time; and
- (c). providing a remote control means for said players to start and stop said timer by wireless communication; and
- (d). providing an electro-acoustics device; and
- (e). providing a processor which:
 - (1) starts and stops said timer when said remote control means are activated; and
 - (2) selects said audio files at said predetermined times; and
 - (3) passes said audio files to said electro-acoustics device thereby generating audible sounds.

31. The method of claim 30 additionally comprising providing a second timer to keep track of time for predefined short time intervals within said game and generate additional appropriate audio announcements.

32. The method of claim 30 wherein said remote control means comprise providing one or more switches worn on the person of players and spectators that control said timer by transmitting change-of-state by wireless communication and further comprise a receiver which, upon detection of the change-of-state signal, causes said processor to start or stop said timer.

33. The method of claim 30 wherein said audio files are stored digitally.

34. The method of claim 30 additionally providing a visual display that displays remaining time on said timer.